

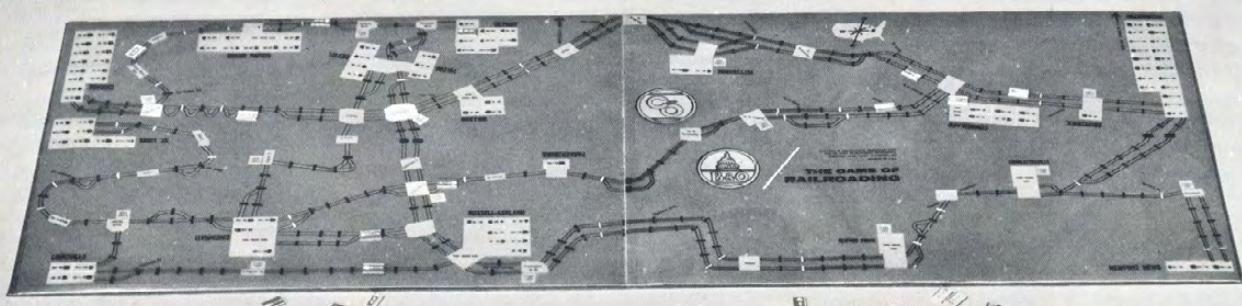
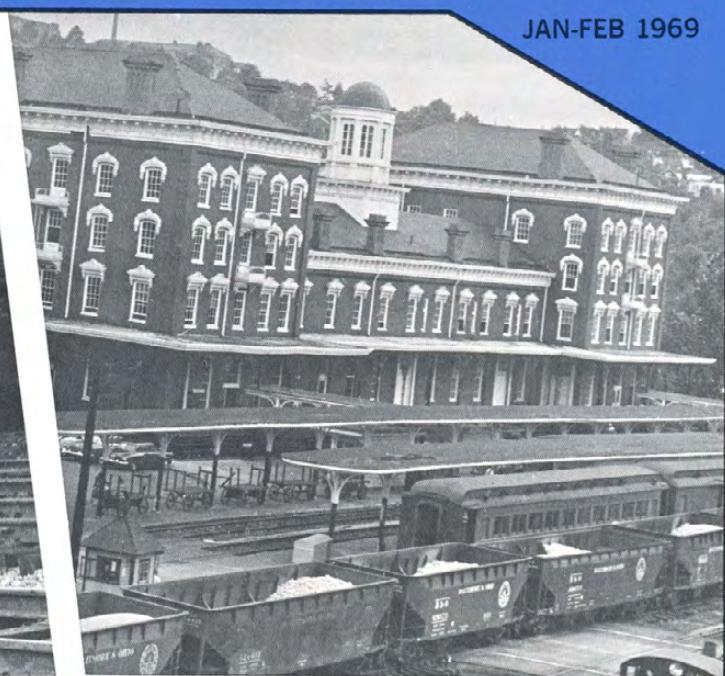
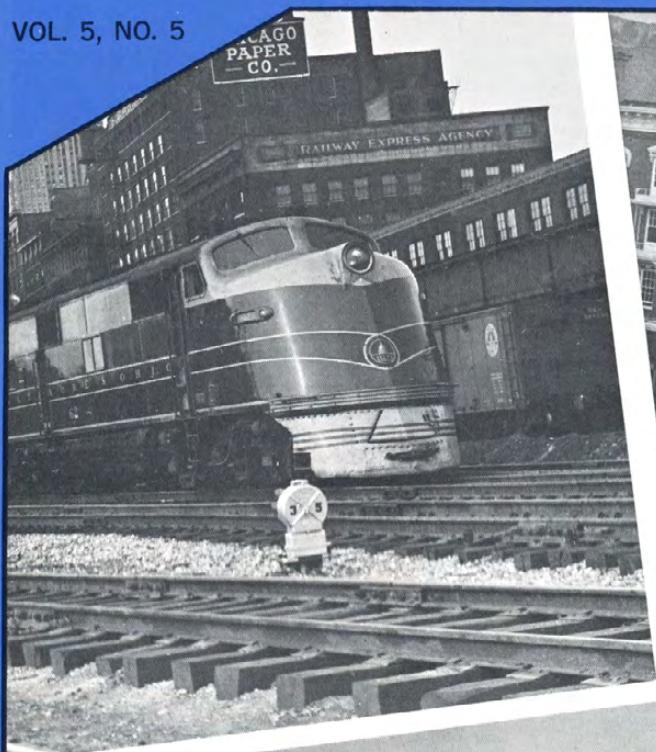
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The AVALON HILL

GENERAL

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Little B & O Peep Game

FULL YEAR \$4.98

* * * * * **GENERAL**

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

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The Avalon Hill Philosophy—Part 13

PROJECT ANALYSIS CORPORATION

Standing head and shoulders above the crowd of wargame publications is "Strategy & Tactics." While still in relative infancy, this fledgling of the Project Analysis Corporation has arrived at a point where "profit-taking" might very well be just around the corner for editor and publisher, Christopher Wagner.

To find out what makes for a successful venture other than hard work and long hours, we put this very same question to Chris Wagner in Person. "It takes hard work and long hours," responded Chris who doubles as company salesman, bookkeeper, photographer, and car-wash manager.

What started as a hobby while stationed in Japan, Chris has taken to the point where it helps feed his wife and two girls ages 4 and 6. "...not enough to feed me, though, that's why I hold down a part-time position as office manager for a chain of car washes in Albany, New York."

We noticed by the size of the company marque that he doesn't have grandiose dreams. The conser-

a whole. There were very few publications of this kind available at the time. Donald Featherstone's "Wargamer's Newsletter" dealt with table top games; Jack Scruby's publication, which also dealt with miniatures, had just gone out of business; The AH General didn't seem to us the answer and, of course, did not deal with miniatures at all. So we tried, with AH games as the basis, to fill the gap in the miniature field and present the whole spectrum of wargaming to the people that had never been exposed to all this before.

AH: Wasn't this somewhat competitive to Avalon Hill? In other words, your magazine would make AH fanatics aware of other commercial products and thus sidetrack these people in this direction away from AH games.

Wagner: To the contrary. We hoped to place the greatest emphasis on more advanced AH gaming as opposed to The General which serves more or less as a forum for Avalon Hillers only. You see, most of our writers are intricately involved in AH games as a hobby. Yet we steer away from presenting perfect plans and such if only because we know this area is being covered to a large extent in the pages of The General. Why duplicate efforts? S&T hoped to appeal to the many gamers who, immediately upon becoming familiar with a new AH game, attempt to improve upon and enlarge its scope of play. This philosophy is part and parcel of the traditional hobbyist. He's never satisfied with the product as is...he must add his two cents worth, one of the reasons we present variants on existing AH designs. In addition, we expose him to the peripheral interests so as to expand his knowledge of wargaming as a whole. We find that S&T develops a greater participation by the reader. And, too, The General runs features such as Opponents Wanted, Specific Defenses, and Club Activities that we don't care to duplicate. What we hope to do is to take the average AH gamer from your standpoint and simply give him more meat. From there we may be able to get him participating in the other aspects of the hobby such as games with miniatures, games by other companies but with very little emphasis on abstract games. So you see by exposing him to more aspects of the hobby we can extend his overall interest. Thus his interest in the hobby will be extended over a longer period of time.

AH: You say that you do deal with non-Avalon Hill titles. What is the percentage of your subscribers owning AH games and not owning AH games?

Wagner: At present 70% or more of our subscribers own AH games. Let's face it, the basis of S&T is AH games. But about 40% own military miniatures. I would say that we have more people interested in all phases of the hobby than any other magazine could boast.

AH: Of those who subscribe to both The General and S&T, quite a few have indicated a preference to S&T. Why is this?

Wagner: Because we are involved more extensively... we pick up where you leave off. The General appeals only up to a point. It loses that appeal when the wargame hobbyist becomes knowledgeable to where he seeks greater understanding and sophistication. Authors of The General are skilled players. We concede this. But when the hobbyist

COVER STORY:

**Little B & O
Peep Game**

It might not be war, but it's certainly about history. With the passing of many plush passenger trains into oblivion, Avalon Hill's brand new C&O/B&O game will hold great fascination for the history buffs. The game re-creates the problems a railroad dispatcher encounters in the day-to-day scheduling of passenger and freight trains. Situations such as flooding of the Ohio River, sticking brakes, tunnel blockage, mountain slides, mining accidents among the many, contribute to each player's problems.

Today's railroads are in business to make money. Revenue as such is reflected in the game in the form of freight-load which are distributed at various terminals along the C&O/B&O main-lines. The purpose, of course, is for each player to pickup the most freight, the quickest. The two main-line systems, themselves, create the competitive element since they cross each other in many areas. In the play of the game, it is possible for players to "steal" each other's freight-loads.

The hard-core railroad buffs will eat this game up. Unlike Avalon Hill's original Dispatcher game, much of the "organizational" time is eliminated. It is only suggested that passenger trains be timetable operated. If players can conceive more efficient schedules than those of the actual C&O/B&O, they are welcome to do so in the game.

The name of the game is "strategic efficiency," and since this is akin to running a war, the C&O/B&O game should be right up the war-game buffs' alley.

We know this game will appeal to the wargame buff because they were the ones who tested it for us. They were also the ones who offered the many suggestions and changes that went into the design after the initial testing phase. Members of the International Federation of Wargaming, Spartan



vative approach, a philosophy we find most realistic here at Avalon Hill, is probably the main factor in Chris' success where others in the field have failed.

"I studied engineering, but left because I was starving to death. I worked in a bank for two years and then joined the air force in 1960. Course, I'm still starving to death, but having fun doing it."

It's not all that bad for the personable publisher. To the contrary, war game buffs all over the country have literally rushed to get in on a stock offering by Project Analysis Corporation.

Why not? Here's what Project Analysis has going for it: 1) an ever expanding market that is being actively developed by both Avalon Hill advertising and word-of-mouth by devotees themselves; 2) there are no other professional publications in the field; 3) Chris Wagner.

So, we talked with Chris and here's how it went:

AH: For a relatively young company you have gone a long way. Why did you start S&T in the first place?

Wagner: Initially it was started by a group of us who desired to broaden the hobby of wargaming as

feels that he is as skilled and more, he no longer wishes to relate to these people. His only recourse, then, is to S&T. He now loses interest in the specifics of certain "plans" and instead becomes interested in the historical angle. He knows, or eventually finds out, that this additional authentication can be found in S&T.

AH: What is your market?

Wagner: The majority of our current market are high school and college students. However, our adult following is considerably larger than that of The General. Nonetheless, hobbies per se appeal basically to young people and wargaming is no different.

AH: As you know The General is now in its 5th year, yet we are still experimenting with editorial formats. I'm sure you are traveling a similar road.

Wagner: True. Last year we ran a survey expressly for that very purpose. Articles that came closest to those found in The General were the least enjoyed. Our readers have reached a point of sophistication where they dislike being told what plans to follow.

AH: This is in line with the fact that you have a higher percentage of adult readership and they, by nature, do not wish to be told what to do and what not to do.

Wagner: Right. This is an important point. Our people resent someone telling them that this is the answer. They know that there is always more than one right way of developing a plan. And further-



more, desire to find it out for themselves. Our ideas are presented to them in such a way as to motivate them to develop these "perfect plans" themselves. We do not, and will never, present hard and fast tactical rules to go by.

AH: To reflect on your brief history, would you do anything differently if you had it to start all over again?

Wagner: Yes; knowing what we know now, and when you consider how often we have changed our minds on just the last two years, we certainly would get off to a different start. We have not strayed from our basic purpose, however. And that

COVER STORY

Wargaming League, St. John's University Military Strategy Club and the Princeton Wargame Club made major contributions during the testing phases.

Even S/Sgt. Louis Zocchi, creator of Game-science's "Battle of Britain," got into the act. Actually, it was Zocchi's interest and fascination for the original Dispatcher game that prompted Avalon Hill's decision to follow up this game's demise with a similar device. Zocchi had spent hours formulating "perfect schedules" all of which were forwarded to the design offices of Avalon Hill back in the dog-days of 1960 and 1961.

C&O/B&O is not a game that was thrown together at the last minute. Our early subscribers will remember that we ran a contest several years ago to determine a name for the game. With the best of this lot being, "Little B&O Peep," we understandably titled it "C&O/B&O - the Game of Railroading" instead.

With a main B&O office located in beautiful, downtown Baltimore, research on this project was no problem. In concert with these people, particularly C&O's Promotion & Special Events manager, S. D. Lee, and the B&O's Director of Public Relations, William E. Pyne, Avalon Hill was able to dig into thousands of photos and technical data.

The oldest railroad in the country began in Baltimore. It was built to offset the expected loss of revenue the proposed C&O Potomac River canal would siphon off from the port of Baltimore.

Incorporated in 1828, the B&O swept westward to become the first railroad to unite the Ohio River with the east coast trading centers. Not long afterward, the C&O was expanding in like manner westward along routes laid below the Potomac River which was destined to be of such great import during the Civil War.

By a stretch of the imagination, it can be said that the first Civil War casualties were B&O person-

nel. Fully 18 months prior to actual commencement of hostilities, John Brown's band swept down into Harper's Ferry in their memorable raid. Brown surprised the eastbound night express killing the station master and wounding several trainmen on board. The alert wireless operator aboard the train got his message off to Washington from which troops were sent that resulted in the capture of John Brown before he and his band could escape.

Running through the border states, both the C&O and B&O lines saw their system continually torn up through the ravages of war. It has been said by Union strategists that the C&O contributed more to the cause of the Confederates than any other railroad in the south.

The history of these two lines makes for fascinating reading — and it can be found in the Dispatcher's Manual along with photos, old and new, making our C&O/B&O game a worthwhile addition to Avalon Hill's library of realistic, all-skill games.

Available March 1969

At this writing, C&O/B&O is not yet available in publication form. However, deliveries will be made first to retail outlets by March 1, 1969. Beginning March 15, Avalon Hill will accept mail-orders on a first-come, first-served basis.

C&O/B&O will sell for \$6.98, probably somewhat less in the retail outlets. It will include a trainboard showing the entire C&O/B&O main-line system; instruction folder, Dispatcher's Manual, 97 trains, freight-load counters, Situation Cards, Departures Cards, and Timetables.

If the tremendous upsurge of interest in model railroading is any indication, C&O/B&O could very well be the companion piece that ends up on every train layout in the country.

If you think you've got what it takes to run a war, try running a railroad one time.

THE GENERAL

is to provide a magazine of broad general interest in the field of wargaming.

AH: We feel that S&T has been influential in the sudden emergence of a raft of newsletters and magazines put out by the little wargame clubs springing up all over the country. Have these same clubs exerted any influence and pressure on your philosophical format?

Wagner: Yes, to some degree. Remember, these clubs spring up because of the intense interest people develop within the hobby. Naturally they have very strong ideas of how the hobby should be presented. We literally receive "demands" for change. Having an open mind, we consider such opinions. We're not opposed to spicing up our editorial matter with the pros and cons from the readers themselves. Remember, these are the people who pay for the magazine because it contains something they want. Ever mindful of this, we'll give them whatever they want within reason. We intend to keep an open mind, and if we get into a controversial area we'll be sure to present every side of it. Our interest is not in taking sides, but in promoting the hobby in general.

AH: A recent trend among wargame clubs is the publication, within their own newsletters, of amateur wargames designed by their own members. Would S&T ever go down this road?

Wagner: Yes. We are interested in this "sideline." But we hope to limit such games to those having a good chance of being produced commercially. We're not greatly interested in amateur designs. Ours would be high in quality: as high as is possible without actually going to the marketing format of the major game publishers. We're aware that no great amount of money can be made in such ventures. We're more interested in designing games as a service to readers...that is, a service whereby the hobbyist can once again broaden his interests in wargaming.

AH: Isn't this in effect competing with AH?

Wagner: Only to a relatively insignificant degree. Remember, we're talking about two or three hundred games at most.

AH: Let's go back to the marketing situation...in less than two years you have taken S&T from a non-profit publication to one that is well on its way to providing you with a livelihood. This is indicative that you have done something awfully right. What, then, are your future marketing plans?

Wagner: Hopefully, we expect to become a nationally distributed special interest magazine seen in just about any newstand...a magazine on the order of Yachting, Scale Modeler, etc. The hobby as a whole has expanded tremendously within the previous two years...we're betting on even greater expansion. Very definitely, we think wargaming is here to stay. While it might never reach the stature of model railroading, it shouldn't miss by much. Given plenty of scope and a broad appeal, it is a hobby that should eventually acquire national prominence as a hobby.

AH: Is Project Analysis Corporation (S&T) considering product expansion?

Wagner: Naturally, we have plans for diversification. But much of it depends on how much capital can be generated thru S&T. As you know Project Analysis Corporation handles the sale of all AH games, even to the British market. And we also handle the distribution of many non-AH games such as Diplomacy and Battle of Britain. Shortly we expect to handle military miniatures because to date there is no central area where people can go and obtain exactly what they want in this field. The problem with miniatures is that every manu-

facturer incorporates his own scale; consequently all products of this nature simply do not go together. We would like to develop a line that is compatible with the more popular table top games in addition to those we might publish in S&T. Recently, we absorbed Kampf, the highly technical historical journal that is considered by many to be the latest word in research-in-depth. In fact, anything that has to do with wargaming we hope to get involved in. We're even set up to provide professionally manufactured troop counters and game variation charts for extending the scope of current AH games if the demand is sufficient. We would also like to present items that are needed, troop counters for game variations for instance, that aren't readily available. This is how we'll expand our set up next year – with these thoughts in mind.

AH: While we agree that diversification is the keynote to success, we must also recognize your success to date is traced back to S&T's editorial format. And that, of course, reflects on the ability of your writers. Who are your writers? How did you get them? And how were you lucky enough to get writers of such high caliber right off the bat?

Wagner: At first, with no other place to turn to, we went to the writers who were the most popular among adherents to *The General*. Next, we approached people who were well-heeled in the field of miniatures. This obtaining of writers is an area we worked very hard on. It's a matter of being able to isolate the authorities on every subject known relating to wargaming. When we determined exactly what the readers wanted it was then a matter of actively seeking the people we thought were experts on those particular subjects to give us their thoughts on paper. We pay all contributors a nominal sum, in some cases not so nominal. There

is a series on aircraft miniatures where we're paying 3 cents a word, which are professional rates. Naturally we can't pay professional rates all the time. The key to us is going out and soliciting information we need to fill the so-called information gaps.

AH: What is the percentage of random articles you accept in relation to total amount received?

Wagner: Approximately 20% overall. On game variants, which makeup the greatest single entity, we accept only about 5%. We are more interested in objective evaluations rather than opinions and biased summaries. Unfortunately, objectivity is very hard to come by. Most gamers don't take the time to write an article unless it is to express a personal opinion.

AH: Every magazine has its favorite contributor. Does S&T have such an animal?

Wagner: I'd say we have to break it down to two or three. Jim Dunnigan is perhaps the most popular with us now. We consider him our unofficial technical editor. Ray Johnson is a favorite among the miniatures group. His rules on Napoleonic, which we are serializing, are becoming very widely read. He has eliminated many of the rule problems that have existed in this field for many years.

AH: Curiously enough, we have also noticed a slight uptrend in our mail in this area of Napoleonic. To what do you attribute this?

Wagner: There has always been a lot of glamour connected with this period, particularly relating to cavalry. A tremendous diversity in uniforms is a factor...many varying types of units themselves such as guards units, elite units...the whole bit holds a certain fascination not in the least is the mystique surrounding Napoleon himself. The battle of Waterloo itself was quite conducive to varying degrees of tactics and strategy. I've heard

many AHers say that the AH game Waterloo embodies all that is the most palatable wargame situation a wargame buff could ask for.

AH: In summation – where do we go from here?



Wagner: I think it's a matter of letting people not having known about the hobby getting exposed to it. The hobby has a great deal to recommend it; wargaming fills a lot of needs in the modern adult male. For one thing it is a highly competitive type of hobby. It's relatively an inexpensive hobby to get into. You are free to devote as much time or as little time as you like without hindrance. It is intellectually satisfying. It has wide diversity in its appeal. It's a hobby that has, in one form or another, been around for a long, long while. It has been the least publicized hobby of any, but I think unquestionably that it's just a matter of time before it indeed becomes a national level hobby.

The Real Africa Korps

by Robert W. Olson

Every so often I get a bug, and I read about, and stay up half the night thinking about "improvements" on some Avalon-Hill game. This time it was Afrika Korps, which a few of the very old NUTS will recall was my favorite game for many years. It was, and is a great one, but I find it hard to get opponents. Everyone has some excuse why he doesn't play AK anymore, but basically I believe the game has become stereotyped to old hands, and has too little complexity for some of the new initiates to the A-H world.

First of course I read the standard texts on the subject, so any changes I made would not affect the historical side of the game, and hopefully improve it. Then I set out in my well-known way to make hash out of the A/H rules, and improve and enhance the playability for all of us.

In Afrika Korps as it stands there is a lot of movement, but darn few attacks, as neither side can really afford to lose any units, and I find that after an hour's play, the game is often decided by a desperate gamble on the part of one player, the success of which often predetermines the outcome. Rommel attacks at 5-1 or better, the British scarcely ever if they are sensible. This is hardly in line with the facts, as both sides made several major attacks, tho' the British usually got the worst of theirs until the finale at El Alamein.

Several things bother me about A/K, but the first I want to discuss is the obvious importance of Tobruk, (and secondly Bengasi) to both sides. Assuming the British player to be half-way competent, he can only be forced out of Tobruk by a long odds roll by Rommel on his total garrison since the British can repeatedly reinforce the port, and resupply it no matter what. He can never be starved out, and it is unlikely that the Germans will get but one supply wagon at the outside if he does take the place. Even a cursory examination of the facts tells us that Rommel ran his war for several months on the equipment and supplies he obtained at Tobruk, and to some extent in Bengasi, including it must be said, his own staff car; yet in the Avalon-Hill Game the British would have to be idiots indeed to leave him any, nor are there any to be had in the Western desert where the British had established huge supply dumps at Msus, Bengasi, and Mechili. In the game, Bengasi is practically worthless, it's a fortress without being a port, and it yields no supplies to Rommel merely a kill on a lousy 1-1-7. Big deal. Yet Bengasi was much more to him, politically, militarily and a source of supplies. Why else the gnashing of teeth at 10 Downing St. when it was lost? The British were even loath to release the news to the public. It was

because it filled the bill for Rommel; supplies, although the shallowness of the port prevented the landing of heavy equipment. Again at Msus we know that although the British succeeded in burning up all the gasoline in front of their own retreating armor, which was then largely abandoned, the bulk of the food, stores, guns and ammo fell into the hands of the advancing Germans. In the game Msus is but a dot in the desert.

As the game begins, Rommel marches unopposed thru Agheila, Agedabia, Msus and probably kills a 1-1-7 in Bengasi, while 2/3 looks on unopposed and untouched at Mechili. It was this unit and it's exact position, it surely was not at Mechili. Under the old rules it had to be there to balance the game, now I intend to place it where it belongs, and let the Germans attack it, without disturbing game balance.

I know that Rommel had to scurry about a good deal, but under his two move bonus rule he moves in some pretty peculiar ways, and we take a lot of time just moving him to give the bonus to the maximum number of units. There's nothing wrong with this rule, in fact I invented it, but I will propose a more realistic approach.

In the whole North African War the legend of the 88mm gun fills many pages, and a single battery of them in one instance virtually eliminated a British Tank regiment (4-4-7) and when they were sited in defense in depth, no tank the British had was more than a cheese box on tracks. Yet where are they in the Avalon Hill Game? My

suggested rules will correct this obvious oversight in the German order of battle.

Since Rommel moved a lot further than is possible under the rules in one month, and the British are somewhat slower also than actually was the case, I propose a remedy under the rules.

Now to the rule changes themselves. Any rule not specifically altered here remains the same.

1. Substitute the basic Blitzkrieg Battle Results Table for the one in use in Afrika Korps except —

a. A die roll of 3 at 1-2, 1-1, 2-1, 3-1, results in a "contact" neither side losing or retreating, as in Bulge.

2. Road movement on a road is tripled, the 10 square bonus is dropped. All units can move three squares on a road for each normal square movement.

a. All British units can move two extra movement squares (or six road squares) if the units are within two (2) squares of a supply wagon at the beginning of the British player's turn. The supply wagon is not affected unless used in a battle.

b. All German and Italian units can move two extra squares if the units moved are within five (5) squares of the Rommel Unit at the beginning of their turn.

c. If either side has no supply wagon on the board after rolling for same, the basic movement allowance for all units is reduced to four squares per turn until a supply wagon is obtained by that side, however, the side does not lose if he can still trace a line of supply to his home base, or a port, regardless of how long he is without a supply wagon.

3. Units of both sides are doubled in number by adding a second set of counters to the game, not including supply units, not obviously a second Rommel Unit also . . .

a. The German player receives two 4-4-10 units (easily converted from excess supply units) each representing a regiment of 88mm guns, and Mobile artillery, which come on the board with the 15th Panzer Division.

b. The Replacement rule is unchanged.

c. The British player now has four 4-4-10 and eight 3-3-7's which are supposed to be used as replacement counters after Aug. '42. I propose he receives them all as reinforcements on 1st Oct. '42. If the British can hold out till then, they will certainly turn the tide at the appropriate historical time. The game, however, continues until 2nd Dec. '42, at the option of the players, if the outcome is still in doubt.

4. I propose the following rule changes with respect to Bengasi and Tobruk . . .

a. Whenever an enemy unit approaches to a square adjacent to Bengasi or Tobruk, all troop reinforcement to that port cease. When an enemy unit is moved adjacent to a fortress it is besieged. Supplies can continue to be landed in a besieged fortress. When a fortress becomes besieged, it may require a supply wagon(s) to maintain the garrison, which varies depending on the number of basic defensive factors in the garrison. The requirements are as follows:

1. 1-3 defensive factors — 0 supply wagons within the fortress
2. 4-6 defensive factors — 1 supply wagons within the fortress
3. 7-9 defensive factors — 2 supply wagons within the fortress
4. 10-12 defensive factors — 3 supply wagons within the fortress
- b. When a fortress is besieged no units, including

supply wagons, may ever be evacuated, or destroyed by the defenders, unless the number of supply wagons is in excess of the number needed to maintain the garrison. If the number of S/W at the end of a turn is insufficient to support the existing garrison, unit(s) must be removed to bring supplies into line. Remember that only 3 factors can be besieged without a supply wagon.

c. The British player must roll for supplies to be landed in a besieged fortress, in which case he must roll a 3,4,5, or 6 to land supplies in Tobruk and a 4,5, or 6 to land them in Bengasi. A besieged German player rolls in conformance with his altered supply table when landing supplies in a port, whether besieged or not.

d. No more than three units (combat) may be landed in Tobruk by either side on any one turn. Both sides may bring in supplies thru Bengasi, and both may land one infantry unit there per turn. Remember, only supplies can be landed in a besieged port.

e. THE FORTRESS ZONES ARE TRIPLED ON DEFENSE.

5. Supply rules are altered as follows for the German player. See the supply table. It now refers only to supplies received at the German players home base. For supplies desired at Bengasi the German player adds one to his die roll; at Tobruk he adds two to his die roll. Thus, for example, from July '41 to Dec. '41, the German player must roll a 4,5,6 to receive supplies at his home base, as is now the case under the regular rules, but to receive them at Bengasi he must roll a 5 or a 6, and to receive them at Tobruk he must roll a 6 alone. The German must announce prior to the roll where he is attempting to land his supply wagon, and if he selected Tobruk in the above example and rolled a 5, he would still get nothing, though that roll would have gotten him supplies at his home base or Bengasi. Again remember this does not affect the British who always receive their supplies, UNLESS THE PORT OF ENTRY IS BESEIGED, when they must roll for supplies. The Germans

always roll for supplies, WHETHER BESEIGED OR NOT.

6. The initial set-up is altered as follows, bearing in mind that the units of both sides have been doubled in number . . .

a. The German player begins with all his units stacked on his home base, plus he receives ALL THREE of his supply units on his first turn.

b. The British player must place supply wagon no. 1 at Bengasi, no. 2 S/W at Msus, no. 3 S/W at Mechili, no. 4 S/W at Tobruk. Then he places all units as usual EXCEPT he places both 7A-2 units at Sidi Barrani, one 2/3 armored at Msus, and the other 2/3 at Age-dabia, one 2/7sg in Bengasi, and the second 2/7sg at Aghelia. The 4th Indian Div. and the Polish Brigade are situated on the British home base.

7. Supply wagons cannot be captured by a soak off, nor if captured, used to support an attack in the same turn as captured. All enemy units on the same square as a S/W must be eliminated or pushed back two before the S/W is vulnerable to capture.

a. Any unit victorious in battle may occupy the space of the defender. Supply wagons cannot be moved back two, and are captured when an enemy unit occupies the square it is in, either when alone, or when it's guarding unit(s) have all been eliminated or moved back two.

8. In addition to the regular Conditions of Victory, either player can win the game without occupying any ports if he can send 15 factors over his opponents Eastern or Western base line, (as the case may be) and maintain them with a line of supply to a friendly port or home base for two turns, however, in no event can the player retrieve his 15 factors if the supply line is interrupted, so he had better be in a strong position. Some players might wish to devise a point system on a 1914 basis.

Robert W. Olson

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Computerized Management



It was inevitable. What with many universities teaching business courses using the most sophisticated computer equipment, it was only natural that computer-spill-over would extend to Avalon Hill games. An independent company, with home office in Chicago, has tailored AH's Management game for the computer buffs.

Here's how it works: Players purchase kits which include specific instructions and an IBM card referred to as a Portapunch Move Card. Players are

matched up by mail, each taking his turn independently but following the identical "monthly" situations. Each player's move, which he records on the Portapunch Card, is mailed to a central clearing house. All such Portapunch cards are fed through a Computer programmed for that particular turn. The results of each player's action, as inter-related with the common situation, are returned to the respective individuals in the form of an IBM printout which, in essence, tells how well he did against competition in that turn.

An upcoming issue of Nation's Schools will feature an article by Dr. Philip Lewis, president of Instructional Dynamics and former head of research and development for the Chicago public schools, will discuss this computerized game.

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Bulge: the German Offense

by David Kimberly

Diversification is David Kimberly's personality keynote... he finds time to play varsity football at the Hopkins Country School in New Haven; to run track for them; even shows applicants and their parents around the "campus" while "working" for his school's admissions program. In addition, Kimberly is consistently on the honor role, is engaged in the Drama Club, Literary Club, and Glee Club, with interests here almost intense as that with wargaming. In this light, his comments in "Bulge: the German Offense" should be extremely noteworthy...

Over the years there have been many opening offenses proposed for the Germans in Battle of the Bulge, which still remains today as the best game for application of tactics and strategy that Avalon Hill offers. After having read these articles and studied their suggested plans, I myself have come up with an offense that many times accomplishes its objectives well. Any comments as to the basic design of the offense are more than welcome.

Before the German player sets up his units, he must consider two points: where to place the units, and how to exploit any combat results, positive or negative, that take place. Consequently, I will explain some of my thoughts on the subject in two articles. This article will deal with the actual 16AM setup for the Germans. The second will deal with basic objectives and themes that are characteristic of the offense.

Unquestionably, the opening German move has a large bearing on the outcome of the game. A

perceptive U.S. opponent can very easily judge the experience of his adversary simply by noting various aspects of the armor and infantry positions in the first one or two turns. Every battle for the Germans must have a specific and vital purpose. He cannot afford to waste any of them (I am assuming all rules are being used except one-way). Consequently, the first turn must be made with a tremendous amount of thought and care. Here is the basic placement that I myself use when I play as the German commander:

(26D means 26th division, etc.)
TT30 2/17, 150, 116/406
VV29 352/704
SS28 167D, 352/703
QQ27 5D (para)
PP27 2/7, 2/8, 276/552
PP26 3/13, 3/14, 276/551
0026 LehrD
0022 79D, 3/15
PP19 326D
QQ17 116/310, 116/312
SS8 18/36
SS15 12D
UU14 277D
UU13 560D
UU11 340D
TT11 62D, 26/51
TT9 26/52, 18/35
SS9 1SSD
SS7 9SSD

Note that the following seven American positions are being attacked, which leaves three extra

attacks for 16PM. The attacks should be made in the listed order.

1. TT31 at 3-1	5. RR9 at 3-1
2. OO27 at 7-1	6. RR7 at 6-1
3. TT14 at 2-1	7. RR8 at 1-2
4. UU12 at 2-1	

Here are the reasons for my making attacks in some cases, and none in others. The number refers to the sequence number of the attacks listed above.

The first is a key attack. It is designed to prevent the 4th infantry division from having a direct retreat route to the LL30 sector of the front. The use of armor has two justifications. First, it can be used in hitting Diekirch in 16PM and then in a "southern road" offense. Second, a concentration of power is needed to attain 3-1 odds without having to make a needless soakoff. I myself do not favor actually trying to engage the division, because extra forces are needed to knock it off, which dilutes the forward push somewhat. The armor should advance onto the road.

Number two is perhaps the most important battle. If an advance is received, then head for those hills! If not, hopefully the unit is at least dead. That Wiltz to Clervaux road is very important.

Numbers three and four are designed to eliminate those two regiments of the 106th division. I usually do not get more than 2-1 odds, 3-1 or better means possible exchange, and besides, the power could be put to better use elsewhere.

Numbers five, six and seven are all for the purpose of delaying the 99th and 2nd divisions. This is the most important factor of the offense. The German commander must prevent U.S. units from getting to the middle. He must tie up enemy units without doing the same to his own. 9SSD should advance to RR7 (this is legal). Oftentimes the 2nd has to retreat through the woods there and doesn't get into action until about 18AM or PM. If you get a contact or engaged with the units on RR9, they have no way of getting to St. Vith, and you're golden! I do not favor attacking 9/CCR, 28/110 or 14AC. Hitting 9/CCR is a worthless attack, unless you plan to actually eliminate it. All's you do otherwise is push him closer to the front. The assault of Diekirch is not endangered, because the U.S. doesn't lose any special defensive positions if the attack is made.

For the same reasons, 28/110 should also not be attacked, especially since you can't advance more than one square in the mountains. Every once in a while, though, I do attack it at 1-1 to try to engage it.

The 14AC unit should not be hit either, unless you have a turn when your armor isn't doing anything. Make sure that if you do attack it there is plenty of infantry there to absorb an exchange.

Notice the units that I placed at OO22, PP19 and QQ17. They are there to infiltrate the American line, while also doing a little road blocking. If things go well, the U.S. will only be able to place units at St. Vith and NN20. That lets the armor at QQ17 go to NN17 and MM19. Already, then, the American has to pull back because of that small hole. The same holds true for the units on OO22. Once they move to NN22, they can either bypass the American lines, or attack positions newly taken just east of that little group of mountains. If these units by some chance do get behind the lines, KEEP THEM MOVING FORWARD. Divert only 4-3 infantry for surrounding and destroying the Americans. Use the armor to nullify second-line defense positions, such as Houffalize. This is true for all fronts.

This, then, is my opening offense. I have yet to explain the basic battle plan which makes it go. That will come in the second article.

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"Blitzkrieg," What Bulge Really Is

by R. S. Baier

Before starting the main part of this article, I would like to point out that the plan presented should be followed completely in order to gain success.

To many players "blitzkrieg" simply means lighting war, but beneath this there is a concept, and beneath this are four principles which will be presented later in this article. The concept was perhaps best stated by S. L. A. Marshall in his book *Blitzkrieg*, which stated (page 52)... *blitzkrieg where victory is achieved by methods which paralyze an army's nerve centers and demoralize... the defender... deprived of his power of maneuver.*"

The underlined parts are the most important.

Using the above concept we should now take an intelligent look at the map-board. While looking at the multitude of squares we should also notice the three north-south roads which are the keys to the whole campaign. These roads run as follows (1) from Monschau - Elsenborn - St. Vith - Clervaux, (2) Aywaille- Manhay- Houffalize- Bastogne

- Dinant - Namur. The first road can be broken in the first day and is not really that effective. The third road does not become effective until late in the campaign and by that time the Amer. will probably not have enough units left to make effective use of this route.

Thus the only effective road the Amer. have left is the second and if this can be taken early in the game will have the effect of splitting the Amer. lines into two groups, one around Bastogne and the other around the Spa Elsenborn area.

The strategic center of this second road is the area from Houffalize - DD-24. If this area can be seized early in the game the Ger. can make a rapid advance to the Meuse and thus win a victory that will truly astound your opponent.

The question is how to do this.

The above can be done by following the four principles which follow:

1. Infiltration through weak spots in the enemy line.

(continued Page 12)

In order for the American to win in Midway, they must gain superiority in the air. Doing this is sometimes a difficult task. Most Japanese huddle their carrier fleet at the extreme edge of the board, giving the American only one chance to attack, usually with all fighters on CAP. There are two solutions to the problem. One is to launch a strike from about twelve squares away (see March-April 1967 'General'). This catches the Japanese by surprise once, but what about further games with the same opponent?

Another way (and, in my opinion, a better one) is for the American to follow an entirely different course of action. Instead of racing across the board after the enemy carriers, wait around Midway. Keep his fleet under close watch. If he has sent a lone ship out to search the whole board, sink it immediately. Most of all remain hidden. When the Atago group comes on, the Japanese will steam full speed ahead toward Midway.

Now, you must position your fleet in a strategic area which allows you to cover the areas E-5, F-5, G-5, and H-5. For a new opponent or for the first time I suggest area F-3, Zone E. If you are successful in launching an attack, you can move into any one of nine areas, and the Japanese only have three area searches. The time of this initial attack is up to you. The situation will vary and, therefore, need your judgment. When you attack the 'Grand Fleet', look for carriers and/or Atago to attack. The Japanese cannot defend all of them very well. The biggest prize, however, is not the Atago; if the Japanese have a couple of carriers exposed, by all means attack them. This loss of aircraft will make aircover more difficult for him. I suggest Hiryu and Soryu as targets because of their easy sinkage capability and their point value, as well as their aircraft.

Surprise at Midway

By Chris Meagher

Also, a successful first strike will give you a little more security for attacking and sinking the Atago. With air superiority the American gives himself a good chance of winning. The one advantage of this strategy is that it is flexible; your opponent can never really be prepared for it. The main theme can be summed up easily, too: stay hidden, attack first, sink at least two carriers or Atago.

NEW OPTIONAL FOR MIDWAY

It seems very unrealistic for the Japanese to lose one ship, the Atago, and have to call off the invasion of Midway. It also seems unrealistic for the Japanese to protect only one ship for invasion purposes. In order to remedy this unfortunate situation, I have come up with a rule which includes troop transports in the Atago fleet (I have yet to find out the exact number of transports the Japanese had or their names). On the Japanese hit record sheet, add the following:

Number 1	3	<table border="1"><tr><td></td><td></td><td></td></tr></table>			
Number 2	3	<table border="1"><tr><td></td><td></td><td></td></tr></table>			
Number 3	3	<table border="1"><tr><td></td><td></td><td></td></tr></table>			

Notice that the American receives three points for every transport sunk. Troop transports move as fast as any other surface vessel. They are represented on the battle board by the three spare ship counters. These transports have a screening value of 1 and a surface value of 0. In order for the Japanese to capture Midway, at least one transport must be afloat by the end of the invasion. With three transports it takes the Japanese four turns to capture Midway. With two transports it takes six turns and with one transport eight turns (less troops harder to overcome the defenders). If, during the invasion turns, a transport is sunk, the Japanese must add one the extra turns. For example, if the Japanese begin invasion with three transports and lose one by an American air strike the following turn, the time required for capture of Midway is increased to six turns.

Another lack of realism appears in the Midway reduction rule. It fails to account for the antiaircraft fire of the Island itself. Unless an excess of U.S. fighters are overhead, the Japanese planes get off scot-free. I suggest that some form of antiaircraft factor should be included. The best way would be to use the aircraft vs. ship combat table to compute plane losses, and use the Midway reduction table to tell how much the fortification strength is reduced and the number of ground squadrons lost. For example, at odds of 1-1 a die roll of one will result in a two squadron loss in aircraft for the Japanese and a reduction of six factors for the American. Odds less than 1-3 of course are not allowed. If aircraft attack at 4-1 odds, Midway is reduced to Zero and aircraft losses are as presented on the Aircraft vs. ship table.

Any comments, threats, or tongue-lashings should be addressed to: Chris Meagher, 46 Lehigh Ave., Rochester, New York 14619.

To the Threshold of "Big Red"

by James Bacon

As Blue, do you want a fresh strategy with big risks and even bigger gains? Invade the long skinny country between Lake Pinsky and the sea. You can invade it in this manner.

Set up your pieces in a normal manner, so if necessary, you can revert to a normal hum drum strategy. There are these exceptions.

Put 40 factors at sea. It doesn't matter where as long as they can invade in zone C. The aircraft are set up as follows:

City S-25: 2-10, 6-10, 4-12
City V-33: 2-10, 2-10, 4-8, 4-8
Capital: 8-20, 8-20, 4-12, 4-12
At Sea: 4-12

BB-31, to prevent an invasion in your rear. Obviously, hold on to a port at all costs.

On the second turn, you should find that you are short on manpower. Just pull in the 40 armored factors you so wisely sent to sea last turn. Also fly in 12 factors by air. Then bring in reinforcements through the cities you captured. Of course fly in the air force to neutralize Red's temporary superiority.

At this point, you are blessed with several distinct advantages. You have one front on which to concentrate all available forces. You also have enough at home to repel any feeble invasion made by the enemy.

The country with 6 cities acts as a beautiful buffer. You should have two turns to prepare a defense. If necessary, cordon off either city X-27 or M-14. That denies the ports, airbases, and supplies to the enemy. As he drives deep into your

Now your force consists of 40 infantry factors, 14 paratrooper factors, and 36 aircraft factors. This gives a grand total of 90 factors. Now to discuss the invasion itself.

Attack city AA-42 with: 2-10, 2-10, 2 Rangers, and paratroops 6-6, 4-4, 4-4.

CC-39 with: 6-4, 6-4, 6-4, 2-4.

EE-34 with: 8-20, 8-20, 4-4, 4-4.

BB-31 with: 4-4, 4-4, 4-8, 4-8, 2-10, 6-10.

You still have two Ranger units. Place them on square DD-31 to prevent a possible river crossing there. Or put them north of city BB-31 to foul up a flanking invasion, by Red forces at sea.

Don't forget to re-invade the beach south of

THE GENERAL

territory, invade the desert with the intent of cutting his sole supply line — the desert road. You are of course supplied by the beach.

Most important of all is that Red is faced with a major strategical decision. Both choices have grave disadvantages. The two times that I tried this strategy, there were two different reactions.

One was to defend the Witz river, an excellent defensive line. However, this action gives you the initiative, as well as denying all of the supplies.

The key to this position is city NN-48. It will fall if invaded from the rear by an amphibious assault. This should be combined with armor which dashes down the road past city JJ-46, losing the two factors. Bomb with nuclear weapons, nearby reserves or a reinforcement route. If the city

doesn't fall the first turn, there are always paratroopers to throw into the battle.

Red's other alternative is to invade the buffer country. If he wishes to take all the cities he must spread his forces so thin, that he would be easy to annihilate. If Red doesn't take all the cities (by leaving that up to reinforcements), he can't cover the whole river line and protect against paratroop drops. After breaking the river line, aim for cities JJ-46 and JJ-38, which are the anchors of the last defensive line until the Witz. Without those cities, it is extremely difficult to hold any line.

If however, circumstances let Red hold either of the advance lines, try invading city NN-48 by sea and with paratroopers. Hopefully there will be no more than token forces for guarding aircraft.

Then threaten city OO-40 from city NN-48 and from Pinsky. Even if you don't form a pocket, you can at least force Red to withdraw under the threat of losing supply routes.

In any case, unless you pull a fantastic blunder, or you have a capable opponent, you should reach Red's border by turn 5, at the very least. By radical moves, your opponent can only react to threats. But two warnings. Look out for your supply situation. And more important, unless you make quick breakthroughs, the game will be one of attrition! Obviously with all forces on one front, it will resemble World War One.

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Nuclear Warfare

By Lawrence Valencourt

At the start of the game both sides have no nuclear weapons, but they are able to produce them by construction as the game progresses.

Nuclear weapons are constructed in a nuclear weapons factory (where else?) at the rate of 1 per factory per turn; but each factory for each turn it constructs a weapon, a full city square's supply factor, within 10 squares, is required. These supply factors are not reusable again in the same turn for your other combat troops.

The nuclear weapons factories are merely blank counters with NWF or some other identifying mark(s) written on it.

A factory is constructed by using two (2) city squares' supply factors for two turns; again these factors can not be used to supply your combat troops in the same turns.

Once constructed these factories can turn out one weapon per turn which may be used by SAC bombers or by artillery pieces. In this case you can assign some arbitrary range to the artillery for the use of these nuclear weapons; say 5, or 6, or 7 squares.

In order for a unit to be able to use a nuclear weapon it must proceed to the NWF and pick up its weapon. Thus the SAC planes could fly to the factory and the artillery could move to the factory by land, sea or air lift. Or if you desire even further realism you could construct from AK supply unit counters (or spares) NW carriers to transport the weapons to the forward combat units.

Thus at the start both sides would have no weapons, but could start producing them at a lessing of supplies available to the combat units. Thus I should imagine nuclear arms races would develop and protection of the factories would be required to prevent

the destruction of the NWF and the NW carriers. Thus in order to acquire nuclear weapons, you would have to sacrifice 24 supply units for two turns to get the factory and another 12 supply units per turn for each weapon produced. This, with the added reserves needed to protect the additional factories would limit the number of factories each side could build; although, I myself would not place any limit on the actual number

of factories possible to be built by either side. But figure: To produce 1 NWF for each SAC bomber factor plus 1 NWF for each artillery factor would require $(16 + 56 = 72$ for blue) and $(16 + 48 = 64$ for red) at 12 supplies per weapon, not counting the NWF construction phase, would be at least 768 supply factors, and there is not that many city squares on the Blitzkrieg board. Thus I think most of these factors would balance out.

Oh, yes, capture of the NWF! The NWF's could be assigned an arbitrary defense value (no offense nor movement though — who's ever heard of a mobile NWF?). They could then be attacked and destroyed or partially destroyed according to a table similar to the one below:

Defense value of my NWF; 2

ODDS	1 - 3	1 - 2	1 - 1	2 - 1	3 - 1	4 - 1	5 - 1
ROLL 1	Att Def 4 NE	Att Def 4 NE	Att Def 3 NE	Att Def 2 NE	Att Def 2 D	Att Def 2 D	Att Def 2 D
2	3 NE	3 NE	2 NE	2 10	2 10	1 D	1 D
3	3 NE	2 NE	2 10	2 8	1 9	1 10	0 D
4	2 NE	2 6	1 7	1 6	1 8	0 8	1 10
5	1 NE	1 4	1 4	1 4	0 7	0 8	0 10
6	2 2	1 2	0 2	0 2	0 6	0 6	0 8

attack factors lost. Defender supply/turns to repair the NWF. Above 5 - 1 automatic D (destroyed). Below 1 - 4 N E (No effect) lose 4 as the attacker. i.e.: a 1 - 3 at a roll of 6. The attacker loses 2 combat factors and the defender requires 1 turn with 2 supply factors supplied from the nearest city, or 2 turns with 1 supply factor per turn supplied, to rebuild his NWF.

This table is for attacks against the NWF only; if necessary you might have to fight an outer guard first by normal combat methods, before you even reach the NWF.

Of course it can be bombed by the regular SAC attack tables, and nuclear weapons could be used against the factory and/or the outer defense guard, if they will reach it.

I think that all in all this rule will add more realism to the nuclear capacity rule of Blitzkrieg and would really require some good logistical juggling on the part of the two commanders.

Comments?

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Chicken Bismarck

by John Rancourt

Okay fellas, forget all that hooey about the invincible Bismarck and its superman, cause there ain't no such animal. Sure, Lutjens engaged the enemy successfully off Iceland; sure he sunk the Hood; but where did he wind up? Making small talk with Tovey on the way to a prison camp, that's where. This proves my point. A bold Bismarck has no chance in history, or in wargaming. And, this brings me to my theme: Bismarck Italian Style, or "How To Make Wake."

Playing Bismarck, eh? Well, you've already made your first mistake if you took the Germans. Read the following unless you want to make a short game shorter.

First of all; forget the word GLORY and think of the word CHICKEN. The life span of a chicken is longer than that of the Bismarck of old. In other words; forget the diagonals (they're probably blocked); forget the ports after the 25th (they've covered) except at night if you have no points and are free from hits; and forget about attacking any battleships at any time, but you might pick on the renown or repulse at night (My! Aren't we brave). Just run silent or you'll run deep. Save your shells for convoys and vanish when a suspicious pip appears on the radar. If you are found by a battleship or battlecruiser, disappear into the convenient fog (better through it than under it).

Now that the little things are taken care of, we'll get down to the playing itself. When you came out of port at the beginning you knew that any British player worth his salt will have an effective interdiction set up so that he will find you during the first few turns even if he throws a six on the search table. Therefore you have two choices: make a run for it and stay ahead of his battleships for as long as possible, or you can hide up by A-8 and prolong discovery by ship for as long as possible. Either way you'll eventually fall into the British pattern (the 25 square pattern that no self-respecting Britisher would be without). The idea is to avoid fighting so use every trick you can. Move one square at a time, stay where you are, do anything just to confuse the poor Tovey to the point of crying on his crumpets. You better outguess him or you'll be fogging up your own monocles. You might turn and run across the board catching the Rodney and Ramielles in the middle of tea and show them your heels (or propellers as the case may be).

Once you get a convoy under your belt many of your worries are over. You don't have to go into port to win. You can hang around the ports to keep your opponent in suspense (flipping a coin before moving will unnerve him). Don't go into port. If you do, get out the life

preservers because you probably aren't lucky enough to get out of battle. Sometimes it seems like there are no 1's or 2's on the die, except when someone is firing at you. Then there is nothing but those fatal numbers.

That's all there is to it. Take it slow and easy (in other words, play chicken) and at least you'll have a chance. Don't forget your life preservers, and good boating!

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Wargamer's Pot Pourri

by A1C Merrell D. Wilson

A graduate of Springfield Junior College in Illinois, airman Wilson is the typical history buff, a collector of Civil war books and a serious student of warfare in general. Since he is a better-than-average Chess player, what he has to say should prove "verry centeresting."

Although I did not enter Contest No. 27, I did indicate my choices so I could compare them with the national result. To my surprise we agreed on only slightly better than 50% of the battle conditions. Some of the ideas lost out because there have been no good demonstrations of them—like simultaneous movement. Others seem to have been influenced by game popularity—Tactics II is definitely more complex than Stalingrad. A very narrow margin, but it is still there. In fact, Stalingrad is a good game for beginners to buy; nothing to worry about but a headlong attack or a fluid defense. In the same way, 1914 is more complex than Blitzkrieg because it is that much more difficult to wage a successful offensive. The Battle of the Bulge's combat results table is not only more realistic than any others—it is also fairer. All it needs is some kind of reduction system incorporated to make it a wargamer's dream. It shows that a General who defends a position must be wary of encirclements and, incidentally, brings us to the problems of disengagement—mentioned so often in many battle accounts.

An interesting idea for 1914 is to invade Holland and Luxembourg to set up Belgium. By the time the Belgians are able to move—Antwerp is being bombarded or has already fallen and the Belgian Army dies in a last ditch battle in the open to defend Brussels. This could be done with minimum forces while the rest are slugging France. Of course, the northern offensive is always determined by the position of the Dutch and Belgian Armies.

An idea for Jutland; is to sail the High Seas Fleet to England, in proportionant fleets, so as to blockade all English fleet ports. These fleets are already arranged in line of battle; and as the English fleet sorties we have "instant" crossed T's. The only problem is with ammunition and the German base. The northern German fleet elements

cannot avoid an encounter with the southern English elements which have already replenished their ammunition. Apparently, reliance must be placed upon submarines, destroyers, and especially smoke screens to make it back to Helgoland.

The best Blue offensive in Blitzkrieg is to invade Green country on the first move. It requires 40 factors at sea; most of the air force, all of the Paratroops. All of the other forces are so arranged as to feint an attack on Yellow country; but equally able to be moved by sea and air. This offensive leaves Yellow country to be subdued before Big Red can attack Blue easily and this is much harder for Red than for Blue. It concentrates Blue's effort and looks to capture of at least one Black city on the second move from the overextended and disorganized Red forces. If Red attempts to conquer the White and Red countries with a view to taking Yellow he will only be dividing his forces and exposing them to flank attack. Blue's future attacks might lead him around Red's seacoast to reduce him to a land power and enabling Blue's beach guards to join the hunt. Probably by that time Red would be far gone—like Alexander's Persia.

A simple offensive for the Germans in Bulge is to direct most of the panzers to the south. As the German sphere of control extends—more and more infantry are pulled out of the line of battle and set up in fortifications along the southern edge of the board. These prevent the southern U.S. reinforcements from reaching the battlefield. Those that do are destroyed by a full panzer field army. The same offensive could be attempted in the north but would probably fail because of rough terrain and the fact the last reinforcements come in on the south. By the time the German offensive reaches Mezieres; he should have eliminated the 28 A.M. armored corps if not more and can turn north to Dinant. I have found it does not take this long and that the panzers do more driving than fighting. After the southern battlefield border is fortified the panzers can then be used to defeat the northern force.

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Armor & Artillery Modifications for Blitzkrieg

By John C. Shaw

I believe that Blitzkrieg, as advanced a wargame as it is, could be made even better by the addition of two rules that I think would remedy the fact that Blitzkrieg is basically a game of positional warfare or of stalemated fronts, slowly fought out until one country or the other eventually collapses from the gradual attritioning of its forces. These two rules concern artillery firepower and armor-stacking in Blitzkrieg, subjects touched upon in other articles appearing in the General, notably those written by Steve Buchanan and Paul Perla.

In the May-June, 1967 General, Steve Buchanan suggested that armor be allowed in stacks of up to eighteen factors. But those of you familiar with Blitzkrieg know that it is possible to have a stack of twenty-four factors, using three units. The problem with a rule allowing three units of pure armor in a stack is that following an attack, one or more units in the stack may be broken up, creating a stack containing more than three units. In this case, the rule could be modified to state that a player cannot willingly allow an armor stack of more than three units. In other words, in his own turn, the player must bring the armor stack back to a maximum of three units. Allowing a maximum stack of twenty-four factors is more in accordance with other Avalon Hill games (notably Stalingrad and Bulge) which allow a possible armor stack to infantry stack factor ratio of two to one.

In Paul Perla's article, appearing in the July-August, 1967 General, he suggests that artillery be allowed to fire by obtaining a combat odds comparison and using the tournament game attrition table to obtain the results, read as the factors lost by the defender without the attacker occurring any losses whatsoever. I am in full accord with everything Paul proposes except the one in which he allows artillery a range of six squares. Two squares is much more practical in a game that only allows tactical bombers a range of eight.

In his article, Paul only allows artillery to fire strategically, or without the support of other ground units. I would like to suggest that artillery be allowed to fire tactically, or in support of other ground units located directly in front of it. Used tactically, artillery factors would be added to the factors of other

ground units, much in the same manner as tactical bombers are used in Blitzkrieg air operations. Furthermore, artillery could be used to reduce battles across rivers to basic odds. This tactical use of artillery would be a simulation of the artillery ground-support missions of WW II, and would add a bit of realism to a game already noted for its realistic play.

These two rules together, create a game in which there is no such thing as a stalemated front, as no defensive position can be made absolutely impregnable. With the addition of these two rules, mobility is now stressed, and the only practicable defense is an offense. In other words, a game of true blitzkrieg, or lightning warfare, can now be played. By this statement I mean that with attacking armor stacks of around twenty factors, supported by behind-the-lines artillery (where it belongs as I think many of you will agree)

automatic victory against fairly strong defensive positions is now possible. This automatic victory, with its subsequent encirclement and destruction of large segments of the enemy's army, serves to simulate the panzer tactics used so widely in WW II.

An additional blessing is that most games will now be decided in ten to fifteen moves, or less, as the huge initial losses inflicted on the defender, can quickly decide the probable outcome of the game. However, you should remember that the enemy is never totally defeated as long as he has the means to obtain automatic victory and encirclement of any sizable portion of your army (an attempted Bulge). Therefore, the almost total destruction of his armor and artillery is a prerequisite to his total defeat.

I believe that these two rules are essential to the true spirit of blitzkrieg (as I think I have plainly shown) and that Avalon Hill should make some attempt to introduce these, or similar rules, to their already fine game of Blitzkrieg. John C. Shaw, opp 500 SE New River Dr., Ft. Lauderdale, Florida 33301.

The Goldwasser Test —a new Dimension for S-Grad

by Naomi Goldwasser

Almost as unusual as a female jockey is a female battle-game nut. Well, we finally found one . . . a blonde, blue-eyed Harpur College graduate (1963) who is now an actuarial assistant with the Corporate Programming Corporation, in New York City. She's looking for some face-to-face competition, and from the gist of her article, here, she's certain to get many challenges . . .

In order to make the game of S-Grad more even it has become the tradition for the German player to demand some sort of play balance; although frequently (against only a fair Russian) it is not really necessary. The elements of an equitable system are 1) it should balance the play; 2) it should be easy to administer and; 3) it should provide for an interesting game.

The most popular method is 4-5-6 Russian replacement. In many cases it will fulfill the criterion we have outlined above, but it has at least three

objectionable characteristics. 1) It is historically inaccurate; 2) It is excessively hard to form a line in late '42; 3) It relieves the German player from the threat of a counter-attack. It is, nonetheless, easy to apply and the results are generally satisfactory.

Of greater interest to the experienced wargamer is the doubling of the German replacement factor. This is clearly not an historical impossibility, granting certain fortunes elsewhere. It has several gaming advantages; 1) The German player can play more aggressively; 2) The Russian player can threaten counter-attacks in '42; 3) The balance achieved is such that the game usually goes full term or close to it, with many distinct campaigns developing. In fact it is largely item three which makes this approach so attractive as the typical S-Grad game is likely to develop into one massive blue tide which either succeeds or doesn't follow

by the inevitable red tide; with doubled German replacements not infrequently you get rather considerable eddys and sometimes great see-saw battles can go on for a season.

These two methods present the basic approach to play balance. Space will limit us to a consideration of only a few more, but the experienced buff will see extensions, modifications, and combinations which can make every game of S-Grad a brand new proposition.

Try freezing all swamps, rivers, and lakes during the snow months and see what happens! We hope to tell you that this makes the rivers hard to hold in the winter, and the first Spring moves are a special form of agony for the Russian when he has to decide whether to form up behind a river which may or may not unfreeze. All is not chocolate drops for the Germans, however, he may find that he cannot guard river lines with weak Rumanian troops anymore because a nasty Russian counter-attack can make things very sticky, or at worst regain some valuable territory.

Often in conjunction with the "total freeze" it is wise to give the Russian full replacement but with the following restrictions: 1) Replacements may be taken only per city, i.e. each city's replacement factor must be taken in that city and only that city and/or; 2) Replacement factors may be accumulated only in the city of origin. While the net effect of this is rarely enough to effect the broad strategy of the game, it forces the Russian player to carefully plan his supply situation . . . which will penalize the sloppy general while hardly bothering the seasoned campaigner. A specially neat form of

A specially neat form of play balance combining several elements which many players feel are lacking from AH games is the "Hidden German Replacement" method. Any German unit not on the board at the beginning of the game may enter from any major city which the Germans have garrisoned and which is free from Russian zones of control. Furthermore, if you wish to refine it, German replacements can enter in the same manner. This will drive poor Uncle Joe up the walls since if the Germans do not enter their whole army on the first turn and/or accumulate a generous replacement supply you never know where they are going to be coming from . . . it also induces CCCP to fight a little harder for major cities . . . as if he needed any such inducement. If you want to fancy this up a bit try committing the Germans to the same sort of restriction as the Russians are under in the previous paragraph . . . but with regards only to replacements, not unplaced troops at the start of the game.

A minor form of balance is the exchange on basis of attack factors only, i.e. if an exchange is rolled against a 4-6-4 the German need remove only four factors. This cuts down the attrition against the German, frequently allows him to exchange infantry rather than panzers, and sometimes induces 1-1 attacks against doubled positions as there would be survivors after an exchange to occupy the position. This method is really quite effective when applied with doubled German replacement, and may be quite sufficient by itself when the players are of near equal ability with a slight edge on the German side.

We have obviously not considered the whole field, the important point has been made, however. By varying the form of play balance from game to game you will bring to the game of S-Grad a new dimension, and you will be constantly encountering new situations which will tax your imagination and abilities.

Naomi R. Goldwasser
245 E. 81st Street
New York, New York 10028



The Morale Factor

J. E. Pournelle, Ph. D.

"In war, the morale is to the physical as three is to one." Napoleon Bonaparte

In examining the history of war, one factor stands out clearly: most decisive campaigns have not ended with the destruction of the losing side on the field of battle. The loser may well be destroyed; but in general, he has ceased to resist long before he had lost the ability to do so. His defeat was more a failure of the will.

What is true of campaigns is true of battles as well. In some of the great decisive battles — Arbella, Orleans, Sedan first and second — the loser has often held more strength than the winner, not only at the beginning of the battle, but at the decisive moment. It is only later in pursuit that his losses are great enough to really matter. This was particularly true in the classical period of war, where the losses of the victor might be numbered in tens of hundreds, while those of the loser would be numbered in thousands and tens of thousands, but it remains relatively true to this day. It is after the decisive breakthrough, the loss of the leader, the cutting of supplies, or the disorganization of the campaign that resistance ceases, withdrawal in good order becomes retreat, and retreat becomes rout. This is the essence of great strategy: to gain moral supremacy and use it to lever the enemy into a disaster. Any general can use superior strength to fight battle after battle, grinding his opponent slowly down. The great captains found other ways. "The Emperor has discovered a new way to make war: he uses our legs and not our bayonets," said Napoleon's Grenadiers.

Simulation of this most important of the factors in war is difficult. After all, the counters are not real. The commander is not spilling the blood of his nation's youth. The little pieces of cardboard do not run screaming in terror at the prospect of encirclement, thus breaking open the line and allowing the very thing they fear, and the headquarters pieces do not rally the troops with examples and battlefield speeches — such as Harry V's great Band of Brothers Speech, or Julius Caesar rallying the troops at Pharsalia not by speaking but by making obscene gestures with a pickle. Yet, failure to simulate these factors robs war of the greatest part of realism.

There is no perfect way out of this difficulty, but it does seem to me that insufficient attention has been paid to the problem. I suggest that judicious use of rules involving surprise (employing the matchbox method I suggested in a previous issue); supplies — the Afrika Korps rules appear best; automatic victory; isolation; surrounded units under attack; and headquarters units will give a much more realistic situation. I am particularly interested in the headquarters units and rules governing them, and have made a major new game design for Waterloo based on use of headquarters. Headquarters pieces should affect morale (which is to say defensive combat factors), stacking ability, and mobility of stacked units.

It appears obvious that adding morale factors will also require the introduction of chance factors. One doesn't want to make the game dependent on the throw of the dice, but on the other hand there isn't much realism in troops who always fight to the death, inflicting the maximum number of casualties on the enemy.

I have found Waterloo the game most in need of this kind of modification, and in due time when the new rules have been play tested, I will be glad to submit them as a possible variant for A-H; in my restructuring of the game, I have been careful to require the addition of nothing but a rule book and some pieces of cardboard for new results tables; thus the old set can be used, and it would be possible simply to add the rulebook to have a new game.

In the meantime, I suggest that serious wargamers give attention to slight modifications in the rules to introduce morale factors; this will do more to increase the realism of the game than all the work on revised orders of battle, terrain, etc. Furthermore, with the tendency toward complexity in the games, morale factor rules have the merit of complicating the battle outcomes without adding unduly to the playing time.

Dr. J. E. Pournelle
12051 Laurel Terrace
Studio City, California 91604

Question Box

1914

Q: What are the reinforcements on turn 30 referred to in Chart G-3 with a die roll of three?

A: They are two 305 artillery units (factors of 0-0-2).

Q: May amphibious units move on the turn they land?

A: NO!

Q: Can the allies land amphibious units in Holland if it is invaded?

A: Yes.

Q: Is it possible to move along the Dutch-Belgium border without violating either country (example: FF-14 to FF-13 to FF-12 to FF-11, etc.)?

A: Now come on fellows let us demonstrate our qualities of reason: A border is only a mark on a map and it is not a highway on which you can march the whole German Army. Of course, it cannot be done.

Q: May 210, 305, 420, artillery be used less than 3 squares apart when engaged in siege operations?

A: Yes... BUT only when used for siege operations (i.e. attacking forts).

"Blitzkrieg,"

(continued from Page 6)

2. Surrounding and neutralizing of enemy strong points.

3. Capture of strategic transportation centers.

4. Attacking in the direction of least resistance.

These principles can be explained in brief (they will be elaborated on further in part 2) as follows: 1) From St. Vith North and Clervaux south is a gigantic gap through which the Ger. can pass. 2) Since the Amer. will probably retreat the strongholds mentioned above will not have thousands of troops trapped in them so this part can effectively be ignored. 3) The drive west from St. Vith toward Houffalaise and DD-24 will take care of part three. 4) The Amer. can be fooled into thinking that Bastogne is the next target and thus the line of least resistance heads straight for the Meuse.

And now one final word before ending this article. I have found that too many players are concerned with taking that town or that junction or winning that battle rather than the campaign. This is caused by the mystical attachment that both sides have for Bastogne. Each one feeling that if they hold the city victory will be theirs. This leads to a meeting engagement right around Bastogne in which both players get so involved in tactics that they forget strategy, which for the Ger. is to never lose sight of his goal the Meuse.

R. S. Baier
1201 15th St., NW
Canton, Ohio 44703.

Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP
Strategic Games Society University of Arizona Preissen Waker 316 Fleetwood Drive Modesto, California 95350	Philip N. Pritchard	15
Iron Crossers 4015 Lindsal Riverside, California 92509	Mike Wright	4
The Bavarian 3rd 11 Plymouth Road Somers, Connecticut 06071	Thomas R. Williams	3
Commandos Extraordinary 6650 106th Street Ewa Beach, Hawaii 96706	John Stopa	
People's Democratic Army 2623 Lemhi Boise, Idaho	Mike George	4
The Progamers 8601 22nd Avenue Adelphi, Maryland 20783	Gary Crowell	4
1st Shock Army 7216 Marywood Street Landover Hills, Maryland 20784	Antonio Leal	8
1st Shock Army 10009 Glen Dale Rd. #101 Lanham, Maryland 20801	Jim Baker	4
2nd Shock Army 7423 Leahy Road New Carrollton, Maryland 20784	Mark Bobson	4
Panzer Lehr 1104 Vinyard Square Jefferson City, Missouri 65101	Pat Otero	6
Das Afrika Korps (Dak) 2609 Milton Avenue Solvay, New York 13209	Dave Coplen	27
Southwestern Contingent 2471 Curry Circle South Holloman AFB, New Mexico 88330	Stanley Morgan	8
Iron Rigime 3594 Rob Roy Drive Cincinnati, Ohio 45239	Don Chappell	8
Strategic Tactical Army Game 1209 Huntly Drive Columbus, Ohio 43227	James Mantock	5
The Worthington Avalon Hill Club 8285 North High Street Worthington, Ohio 43085	Donald Wolff	4
Oberkommand East 365 Highland Avenue Wollaston, Massachusetts 02170	Don Baxter	8
	Paul V. Rundstedt	4

Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name _____

Mailing Address _____

Name of Newsletter or Mag. (if any) _____

Total Membership _____

President's Signature _____

(Check One):

This is a first time registration

This is an address change registration.

Don't forget to vote on what are the three best articles of this issue... record your votes where provided on the Contest Entry blank.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.



OPPONENTS WANTED ADVERTISEMENT

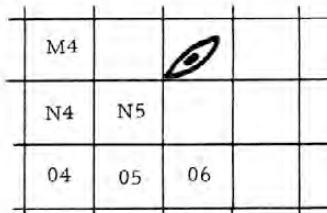
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22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

Contest No. 29

You, as Destroyer Escort commander, must destroy the U-BOAT in the upcoming turn - with the rules of U-BOAT the submarine may reach any of the 6 squares shown at any depths 100 to 400 feet inclusive. The D-E may also reach all of the 6 squares, but can only lay depth charges in 3 of those 6 squares. You are allotted a total of 7 depth charges.



On the Depth Charge Plan, insert the exact number of depth charges you are dropping in the squares of your choice (7 maximum). Also, list at which depth they are being dropped.

The U-boat's position will be determined by the last-digit of the sales-in-hundreds column of the New York Stock Exchange transactions for Ampex and Zenith, closing figures of Monday, February 17, 1969.

Entrants who hit the U-Boat with the most depth charges at the closest depth will be determined winners - ten will be named in all. All entrants must also list what they feel are the three best

articles in this issue. This selection has no bearing on the contest results but entries not bearing this information will be voided.

LOCATION OF U-BOAT

Sales-in-Hundreds	Square (Ampex)	Depth (Zenith)
1	M4	100'
2	N4	100'
3	N4	200'
4	04	200'
5	04	300'
6	04	300'
7	N5	300'
8	05	400'
9	05	400'
0	06	400'

Depth Charge Plan

Square	Depth	No. of Charges
M4		
N4		
N5		
04		
05		
06		

Headlines of 3 Best Articles:	Name _____
_____	Address _____
_____	City _____ State _____

Letters — Yes, We Get Letters

Dear Sir,

Regarding contest No. 27, I believe the questionnaire was too simplified. Zones of control for each game must vary according to the area of conflict. Battles on limited fields and before 1900 such as Waterloo, Gettysburg, etc. are better with partial zones of control. Those taking in full theatres of operation, 1914, D-Day, etc., are better suited to no zones of control because of the vast area of conflict involved. Bulge, Guadalcanal and other battles of this era of modern rapid fire mobilized weapons fought on limited fields lend themselves to the full zones of control.

Hidden movement as in 1914 lends itself to most games. Non-engaged units behind the lines would not be identified until contact is made. The movement, as in Guadalcanal, I believe to be excellent for use in jungle terrain. In order to help speed-up such movements a small reproduction of the game board, such as the 1914 mobilization pads, might be included on which to track the movement so your opponent does not have to leave the room.

The use of artillery must vary according to the area of conflict and the period. The 1914 or Grid system of the 1960 Gettysburg game would likely be best in a theatre of operations. The Guadalcanal system would seem to apply for that game and specific battles on limited terrain.

The point system would be the fairest way to decide victory in all games, with the object being to do better than what actually happened in history. Although I enjoy realism in the games, I believe a basic format along the lines of Stalingrad and Bulge to be the best compromise for everyone. Tournament and optional rules may be used to make the games more realistic and in this way satisfy both adherents. By doing this the games should be successful, perhaps not for the consumer at large, but indeed for the avid warmongers you already cater to.

Robert A. Scholp
515 Kinderkamack Road
Oradell, New Jersey 07649

Mr. Scholp is no stranger to AH. As a producer for Synchro-Sound, Inc., his intense interest in AH gaming led him to propose the filming of a documentary on adult games. One such documentary had been filmed by an educational TV network over two years ago and is still being shown over various local stations to this day.

Dear Sir,

In regards to Mr. Woodruff's comment upon my article in the (July-Aug.

'68) issue, he seems to have read something that was not in the article.

I stated that the effects of radiation on people, in many books and magazines were trash.

The "Atomic Threat" he mentions, is something entirely different, but is quite real.

William B. Searight
U.S.S. Von Steuben (SSBN-632)
Fleet Post Office
New York 09501

A Reply to Brian Libby:

Just after reading your letter in the last General I visited Russell Powell. Not everyone can visit Russell Powell - but then, not everyone can visit you. Indeed, we should live to see the day when everyone was suddenly to converge on your house. I was in Maine, and I went all the way to Long Beach, California. Think of it - 3 thousand miles just to find out if your letter was true. When I left Maine I was not a Spartan. Now I am.

Erik Holm
Long Beach, Calif.

Dear Sirs:

In the last issue of the General, Brian Libby came out with a "warning" about the great SPARTAN Menace. I would like to answer him for SPARTA.

Yes, it is true, SPARTA is not democratic. SPARTA is not a club, either; by the time this is published, we will be a corporation. Have any of you ever heard of democratic corporation? At any rate, members have and still will have a large part of the say in SPARTA.

Now, as to Mr. Libby's insinuations. If I tried to go into the different ramifications of the Aggressor split, I fear that it would take more space than would be possible. However, Aggressor Homeland did enter the SNCL of its own free will. When Mr. Libby decided that he didn't like it (although he did more than anyone else to get Aggressor into the League), he tried to get out. The only problem was, SPARTA and most of Aggressor didn't like it; hence, the split.

I resent Mr. Libby's comparison between our Gladiator Report and "Red Chinese propaganda." I think that one can see the greatest exchange of divergent viewpoints in the Gladiator. It is so unrestrained, in fact, that it often creates violent controversy.

I have never known of an individual wargamer who dropped out of SPARTA

because he was dissatisfied with the service he received. If that's not a good indication, I don't know what one is.

Dan Hoffbauer
Minister of Personnel
SPARTAN WARGAMERS

Gentlemen:

How about a game on the Korean War? It seems a perfect set-up for a game: A conveniently delimited geographic area (a peninsula), a touch and go Anybody's - Ball - Game conflict with radical changes of fortune, a "reinforcements table" with a gradual build up of U.N. forces followed by a sudden massive infusion of Chinese forces, opponents with greatly differing armies - one side with superior mobility and firepower, the other with enormous mess - and above all a historical situation with many "ifs". What if the North Korean People's Army had adequately garrisoned Inchon? What if X Corps had moved directly overland from Inchon to Wonson instead of slowing up VIII Army's northward advance by clogging the roads with two way traffic as X Corps moved south to Pusan to debark and make an amphibious landing at Wonson? What if the U.N. Forces had been in good defensive positions when the Chinese forces hit? Try reading Ridgeway's account of the Korean War and see if you don't agree it would make a good game.

Jesse W. Miller, Jr.
685 W. Onondaga Street
Syracuse, New York 13204

We don't doubt that Korea would make for a good "game." But because of its lack of appeal from a glamour standpoint - lack of hero figures - it is questionable that such a title could ever be a marketing success....

Dear Sirs:

I have just received my first copy of "The General" and I noticed an article in it called "Togetherness for the Confederates." (July-Aug.). It suggests waiting (on the side of the Rebels) 23 turns & until all Units have arrived) before attacking. If you do this, it allows the Union player to set up a strong defense on the various hills and ridges so it also enables the Union player to take advantage of the "Hilltop or Ridge Entrenchment" rule. By doing this, the Union player can just sit tight and wait for the time to run out on the Rebel player (provided that the Union player knows a little bit about strategic placing of troops) while the Rebel player next-to-annihilates himself attacking the entrenched Union positions.

My advice is to invade the Union half of the board as soon as possible. As soon as the Rebel player is able to move he should advance Heth to the Cemetery Ridge and work his way down it. Around 9:00 A.M. Heth should be joined by McIntosh and by noon Heth should be joined by Pender & Pegram and in the next 2 hours by Rhodes. With these two infantry-artillery units and one plain infantry division on Cemetery Ridge the Rebel player ought to be able to control the small Union force until reinforcements arrive. If the Rebel player can keep control of Cemetery Hill, Cemetery Ridge, Little ROUNDTOP, and Round Top he splits the Union reinforcements into three columns which the Confederate player can defeat in detail. But the game will still come close and the Rebel player must place his troops well to win. This strategy has always worked for me and it should work for you.

Doug Kewley
New Orleans, La. 70114

Dear Sirs:

Sometime ago I contacted you about an organization called the Federation of Atlantis. I think this is the most under-rated, and underpublicized wargaming organizations around. We have more members overseas than any other big time club around, not to mention our enormous U.S. branch. We offer many of the same services that Sparta and IFW offer and for free. We have probably done more promoting of AH games and materials than any other organization by use of our Canadian, English, Germany, Vietnam, Holland, Portugal, and U.S. branches; not even the International Federation of Wargamers (IFW) has so many different countries represented! Our total membership is equal to that of Sparta and IFW combined. Presently arrangements are being made in which new clubs with a potential 80 new members will join us. I would also like to bring to your attention the fact that the FOA and AWA (American Wargamers Assn.) formerly under John Rancourt has merged with us and the IFW (which you praised a few months ago) is scheduled to join in our new league. The National Coalition League (NCL) on March 1, 1969!

I am not bitter, but I do think it was a bit unfair not to mention us even on your list of clubs. It is a bit late to recognize the FOA now but I am hoping you will at least recognize the NCL (which contains the AWA, FOA, & IFW). Enclosed is the address of our temporary headquarters, please place it on your club list. Perhaps you might also do a cover story on it in your June-July issue of the General once things are settled. I would appreciate some sort of reply. Thank you.

Mark Spencer
The National Coalition League
P.O. Box 122
Camilus, New York 13031

Don't blame us... look to your own publicity department for the failure in getting "attention." You keep us informed and we'll be glad to tell the story....

Infiltrators Report

Adm. Lord Beatty, a dashing British naval officer of World War I, comes under slashing attack in a new official book on his part in the Battle of Jutland.

Popular British history records Admiral Beatty, who wore his gold-braided cap at a rakish angle, as the hero of the battle, in which the British fleet claimed victory over the Germans.

Now, 52 years later, a book published by the Navy Records Society, criticizes Beatty for the handling of his ships and accuses him of misleading the public on the part played by his superior at Jutland, Admiral of the Fleet Lord Jellicoe.

The charges are made in an appendix to The Jellicoe Papers compiled by Vice Adm. J. E. T. Harper, chairman of a committee appointed by the Admiralty to prepare a report on Jutland.

"It was transparent from the day Lord Beatty assumed office as first sea lord that attempts were being made to neutralize the effect of the plain, unvarnished, chronological record of facts," Admiral Harper wrote.

Articles, inspired it would seem from inside the Admiralty, appeared in the press: They first hinted at Lord Jellicoe's failures and Beatty's successes at Jutland, and later openly blamed Lord Jellicoe.

By insertions or omissions, attempts were being made to disguise the fact that, as vice admiral commanding the advanced forces at Jutland, Admiral Beatty has seriously neglected the first duty allotted to him, that of giving his commander-in-chief frequent and precise information of the position of the enemy.

Admiral Harper charged also that damage to the German fleet was limited by incorrect disposition of Admiral Beatty's ships and faulty signaling and "the shooting of his battle cruisers was far below the standard expected at that time in the Royal Navy."

The present Lord Beatty hit back in defense of his father's memory.

"The only alterations to the record made by my father were factual and they were not extensive," he said. "He was not the sort of man to attempt to hide anything."

"I'm afraid Harper was motivated by a chip on the shoulder because he believed quite falsely that my father had stopped his promotion. His allegations are unsupported by evidence."

Thus, the age-old controversy of "Who really won the battle" continues from a new and different point of view.

TOURNAMENTS . . . weekly "game-ins" are held at the University of Chicago, Chicago Circle, for gamesters interested in all phases of gaming . . . AH to duplicate bridge. Len Lakofka is your contact for the Tuesday eve reservations. Call 1-312-342-6857 . . . The "Stalingrad Society" is looking for additional combatants; for tournament info write Paul Cote, 6491 N. Newland Avenue, Chicago, Ill. 60631 . . . It might not be too late to get in on the Napoleonic Boardgames Society's Waterloo tournament; write Bill McDuffie, Clarkson College of Technology, Brooks House, Box 380, Potsdam, New York 13676 . . .

FILM . . . on the Lake Geneva IFW convention (Nov-Dec cover story) is available from the offices of the IFW. The 8mm film, accompanied by descriptive brochure, shows it like it really was. Charge for borrowing is nominal . . . address inquiries to: IFW, Scott Duncan, President, 2249 N. Broad Street, Philadelphia, Penna. 19132 . . .

EVEN CLAUDIA CARDINALE, luscious co-star with Peter McEnery in *The Adventures of Gerard* cannot tear McEnery away from his purple passion of "playing those American games of strategy that are most extraordinary." Along with producer Roger Vadim, McEnery often sits up half the night "replaying the Montgomery-Rommel campaign in North Africa." We wonder what Jane Fonda thinks about all this, Roger . . .

HERE WE GO AGAIN: Mark Robson of Lanham, Maryland, responds to the recent series on "Belgium - 1914" to querie, "what about Holland?" He admits that the prospect of an invasion into Holland looks horrible but claims that "done right" it will lead to a "decisive victory." He didn't say for which side. To do so, he violates many cardinal principles of war; specifically, he proposes to divide his forces into three parts; a force to hold its own in the south, a force poised to invade Belgium, and a force to blast through Holland. Ultimate objective in this tactic is "confusion for the Allies." Well, we think confusion is better than self-annihilation — but then again, Lee did it at Chancellorsville and got away with it.

Anticipating such a prospect, Doug Kewley, New Orleans, Louisiana, says, "But as for Holland, NEVER." My plan is to invade Belgium with everything I can spare from my shortest possible southern defensive line, using my German forts that are in the extreme south as my main defensive flank. This leaves me a huge army with which to invade Belgium." Kewley claims that the final result, "with a little luck," would probably be close to: "Germany 265 points, Allies 52 points." All this serves to remind the "1914" buffs that the 1,000 and 1 variables built into this game make it one of the most studied games we have ever published . . . at least it is the game most discussed by those writing to *The General* over any other in the entire wargame line.

TAKEOVER . . . has absorbed Gamescience Corporation into the Renwall fold, as most of you know by now. What you probably don't know, and we pass this along as a comforting thought, is that Renwall has wisely left Battle of Britain "alone." Their only addition is in the form of a set of rules for kiddies hoping for distributional expansion in this area. Not so comforting to game fanatics is their dropping of all other Gamescience titles. With this in mind, we suggest that those interested in obtaining Nuclear War, Viet Nam and Confrontation drop a line to Project Analysis Corp., 50 Fairfield Avenue, Albany, New York 12205; collector's items they soon will be . . .

HERE'S A HEART-WARMER: Commenting on a rumor that Renwall may buy out Avalon Hill resulting in lower prices, the editor of Panzerfaust magazine, Donald Greenwood, stated, "I doubt if many wargamers would like to see this happen, lower prices or no. After all, Avalon Hill was our founder so to speak and I, for one, still feel I owe them my loyalty." To all the Donald Greenwood's, our heart-felt thanks and we will endeavor to grind out the battle-titles until death us do part.

"AIR-FORCE SERGEANT invents Table-Top Battle of Britain" is the headline of a story published by *The Army Times* magazine. It refers to none other than our old friend, S/Sgt. Louis Zocchi receiving credit where credit is due. And the game referred to is none other than Gamescience's game of the same name. Small world, what? This certainly should place Lou rather high on someone's "Wargamer of the Year" list.

SIGNS OF SUCCESS: The mark of a successful product is in the number of imitators. A case in point is AH's *Baseball Strategy* game. On the market since 1961, the most notable of its imitators is "Championship Baseball." *Championship baseball* is the same game with the addition of two more dice (three in all). In AH's game, the hitter has four alternatives with the printed chart set up to reflect these alternatives in this order: PULL — NORMAL — HIT & RUN — BUNT. In *Championship Baseball* the hitter has four alternatives with the printed chart set up in this manner: PULL — NORMAL — PUNCH — BUNT. Other similarities too numerous to mention here abound in the latter. The only big difference between the two is in the addition of extra dice which greatly increases the random luck element. In its own right, *Championship Baseball* is an enjoyable game. It's also a \$10.00 game. But for those of you who delight in eulogizing dear old Avalon Hill, remember — we invented it first. We therefore consider the appearance of the Tod Lansing game a compliment to our design staff . . .

CONTEST NO. 28 WINNERS were headed by: Carl C. Courtney, Shiremanstown, Pa.; Stephen Stackwick, Baltimore, Md.; David Spencer, Boca Raton, Fla.; Norman Phillips, Bakersfield, Cal.; Ronald T. Tilyard, St. Laurent, Canada; Jerome Phillips, Los Angeles, Cal.; O. B. Flint, Saginaw, Mich.; William Eller, Conrad, Texas; Robert O. Jeems, Philadelphia, Pa.; Mathew Goldschmidt, Milwaukee, Wisc. Gift certificates are on their way to the above . . .

A mistake in the closing date for the die-roll was printed in Contest No. 28. Instead of "October" as printed, we really meant "December." The stock-market for the usual middle-of-the-month Monday closing (December 16) placed the Bismarck in F-2, c.

Gift certificates go also to authors: Brooke Duvall, Timonium, Md. for "Belgium — A Must;" Jared Johnson, Chamblee, Ga. for "The War Game;" Barry K. Branch, Royal Oak, Michigan, for "Victory by Default;" Michael Paluszak, Rye, N.Y. for "Use of the Blitz Tactic;" and Emmet Dowling, Wheaton, Md. for "All It Takes is Efficient Planning." . . .

BY THE TIME you have read this far, you will have noticed the appearance of a greater number of articles. In changing to a new, electronic typesetting system we have been able to set more words per page, thus expanding the editorial content of this magazine without effecting the costly expansion of additional pages. In short — this issue is 22% larger than all previous issues . . .

